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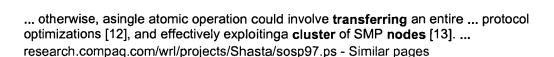
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Goetz Graefe

June 1993

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Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database oriented database systems, operator model of parallelization, parallel algorithms, relational database algorithms, sort-hash duality

Anatomy of a native XML base management system

T. Fiebig, S. Helmer, C.-C. Kanne, G. Moerkotte, J. Neumann, R. Schiele, T. Westmann December 2002 The VLDB Journal - The International Journal on Very Large Data Bases, Volt

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Several alternatives to manage large XML document collections exist, ranging from file systems or database systems to specifically tailored XML base management systems. In this paper we give a management system designed from scratch for storing and processing XML data. Contrary to the a management of XML data is just another application for traditional databases like relational system every component in a ...

Keywords: Database, XML

Parallel execution of prolog programs: a survey

Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo July 2001 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume:

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Since the early days of logic programming, researchers in the field realized the potential for exploi in the execution of logic programs. Their high-level nature, the presence of nondeterminism, and t transparency, among other characteristics, make logic programs interesting candidates for obtaini parallel execution. At the same time, the fact that the typical applications of logic programming free computatio ...

Keywords: Automatic parallelization, constraint programming, logic programming, parallelism, pr

4 Run-time adaptation in river

Remzi H. Arpaci-Dusseau

February 2003 ACM Transactions on Computer Systems (TOCS), Volume 21 Issue 1

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We present the design, implementation, and evaluation of run-time adaptation within the River da environment. The goal of the River system is to provide adaptive mechanisms that allow database applications to cope with performance variations that are common in cluster platforms. We descrit mechanisms, and carefully evaluate those mechanisms and their effectiveness. In our analysis, we unanswered and important que ...

Keywords: Performance availability, clusters, parallel I/O, performance faults, robust performance

Manageability, availability and performance in Porcupine: a highly scalable, cluster-based m Yasushi Saito, Brian N. Bershad, Henry M. Levy

December 1999 ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth AC Operating systems principles, Volume 33 Issue 5

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Minwen Ji

November 2002 ACM Transactions on Internet Technology (TOIT), Volume 2 Issue 4

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We study management strategies for main memory database clusters that are interposed betweer back-end databases as content caches. The task of management is to allocate data across individuate queries to the appropriate databases for execution. The goal is to maximize effective cache synchronization cost. We propose an affinity-based management system for main memory databa ALBUM executes ea ...

Keywords: Main memory database, clustering, database administration, database cluster, file orç scalability

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Marek Rusinkiewicz, Dimitrios Georgakopoulos

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⁸ Cluster I/O with River: making the fast case common

Remzi H. Arpaci-Dusseau, Eric Anderson, Noah Treuhaft, David E. Culler, Joseph M. Hellerstein, Davi May 1999 Proceedings of the sixth workshop on I/O in parallel and distributed systems

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Manageability, availability, and performance in porcupine: a highly scalable, cluster-based m Yasushi Saito, Brian N. Bershad, Henry M. Levy

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Keywords: cluster, distributed systems, email, group membership protocol, load balancing, replic

10 OceanStore: an architecture for global-scale persistent storage

John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakris Hakim Weatherspoon, Chris Wells, Ben Zhao

November 2000 Proceedings of the ninth international conference on Architectural support for languages and operating systems, Volume 28, 34 Issue 5, 5

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OceanStore is a utility infrastructure designed to span the globe and provide continuous access to Since this infrastructure is comprised of untrusted servers, data is protected through redundancy attechniques. To improve performance, data is allowed to be cached anywhere, anytime. Additionall patterns allows adaptation to regional outages and denial of service attacks; monitoring also enha pro-active movement ...

11 ARMI: an adaptive, platform independent communication library

Steven Saunders, Lawrence Rauchwerger

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ARMI is a communication library that provides a framework for expressing fine-grain parallelism at machine using shared-memory and message passing library calls. The library is an advanced imple protocol and handles low-level details such as scheduling incoming communication and aggregating to coarsen parallelism when necessary. These details can be tuned for different platforms to allow highest perf ...

Keywords: MPI, OpenMP, Pthreads, RMI, RPC, communication library, parallel programming, run-

12 OceanStore: an architecture for global-scale persistent storage

John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakris Hakim Weatherspoon, Westley Weimer, Chris Wells, Ben Zhao

November 2000 ACM SIGPLAN Notices, Volume 35 Issue 11

Full text available: pdf(1.47 MB)

Additional Information: full citation, abstract, references, index term:

OceanStore is a utility infrastructure designed to span the globe and provide continuous access to Since this infrastructure is comprised of untrusted servers, data is protected through redundancy attechniques. To improve performance, data is allowed to be cached anywhere, anytime. Additionall

patterns allows adaptation to regional outages and denial of service attacks; monitoring also enha pro-active movement ...

13 Polygon rendering on a stream architecture

John D. Owens, William J. Dally, Ujval J. Kapasi, Scott Rixner, Peter Mattson, Ben Mowery
August 2000 Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics ha

Full text available: pdf(161.65 KB)

Additional Information: full citation, abstract, references, citings, ind

The use of a programmable stream architecture in polygon rendering provides a powerful mechani performance needs of today's complex scenes as well as the need for flexibility and programmabili pipeline. We describe how a polygon rendering pipeline maps into data streams and kernels that o this mapping is used to implement the polgyon rendering pipeline on Imagine, a programmable st compare our resul ...

Keywords: OpenGL, SIMD, graphics hardware, kernels, media processors, polygon rendering, str processing, streams

14

External memory algorithms and data structures: dealing with **massive** (

Jeffrey Scott Vitter

June 2001 ACM Computing Surveys (CSUR), Volume 33 Issue 2

Full text available: pdf(828.46 KB)

Additional Information: full citation, abstract, references, citings, ind

Data sets in large applications are often too massive to fit completely inside the computers internal input/output communication (or I/O) between fast internal memory and slower external memory (major performance bottleneck. In this article we survey the state of the art in the design and anal EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hier multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sort

15 <u>Using generative design patterns to generate parallel code for a distributed memory environ</u> Kai Tan, Duane Szafron, Jonathan Schaeffer, John Anvik, Steve MacDonald

June 2003 ACM SIGPLAN Notices, Proceedings of the ninth ACM SIGPLAN symposium or of parallel programming, Volume 38 Issue 10

Full text available: pdf(385.41 KB)

Additional Information: full citation, abstract, references, index terms

A design pattern is a mechanism for encapsulating the knowledge of experienced designers into a design patterns reflect commonly occurring parallel communication and synchronization structures (Correct Object-Oriented Pattern-based Parallel Programming System) and MetaCO2P3S, use *gene* programmer selects the parallel design patterns that are appropriate for an application, and then a specifi ...

Keywords: design patterns, frameworks, parallel programming, programming tools

16 Computing curricula 2001

September 2001 Journal on Educational Resources in Computing (JERIC)

Full text available: pdf(613.63 KB) html(2.78 Additional Information: full citation, references, citings, index terms

17 Consistency and replication: Application specific data replication for edge services

Lei Gao, Mike Dahlin, Amol Nayate, Jiandan Zheng, Arun Iyengar

May 2003 Proceedings of the twelfth international conference on World Wide Web

Full text available: pdf(476.22 KB)

Additional Information: full citation, abstract, references, index term:

The emerging edge services architecture promises to improve the availability and performance of servers at geographically distributed sites. A key challenge in such systems is data replication and server code can manipulate shared data without incurring the availability and performance penalti accessing a traditional centralized database. This paper explores using a distributed object archite-

Keywords: availability, data replication, distributed objects, edge services, performance, wide are

18 Rendering systems on clusters: Approach for software development of parallel real-time VE clusters

C. Winkelholz, T. Alexander

September 2002 Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and

Full text available: pdf(546.54 KB)

Additional Information: full citation, abstract, references, citings, ind

This paper presents our approach for the development of software for parallel real-time virtual env running on heterogenous clusters of computers. This approach is based on a framework we have a set-up of immersive virtual environment systems using single components coupled by an isolated framework provides parallel rendering of multiple projection screens and parallel execution of appl on components s ...

19 Program transformation and runtime support for threaded MPI execution on shared-memory Hong Tang, Kai Shen, Tao Yang

July 2000 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume: Full text available: pdf(352.21 KB)

Additional Information: full citation, abstract, references, citings, ind

Parallel programs written in MPI have been widely used for developing high-performance application Because of a restriction of the MPI computation model, conventional MPI implementations on shar each MPI node to an OS process, which can suffer serious performance degradation in the present paper studies compile-time and runtime techniques for enhancing performance portability of MPI (multiprogrammed share

Keywords: MPI, lock-free synchronization, multiprogrammed environments, program transformation machines, threaded execution

²⁰ Ace: a language for parallel programming with customizable protocols

Mukund Raghavachari, Anne Rogers

August 1999 ACM Transactions on Computer Systems (TOCS), Volume 17 Issue 3

Full text available: pdf(297.50 KB)

Additional Information: full citation, abstract, references, index term:

Customizing the protocols that manage accesses to different data structures within an application performance of software shared-memory programs substantially. Existing systems for using custo to use directly because the mechanisms they provide for manipulating protocols are low-level one: study of the issues involved in providing language support for application-specific protocols. We de implementat ...

Keywords: parallel processing

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Paul C. Barr, Suban G. Krishnamoorthy

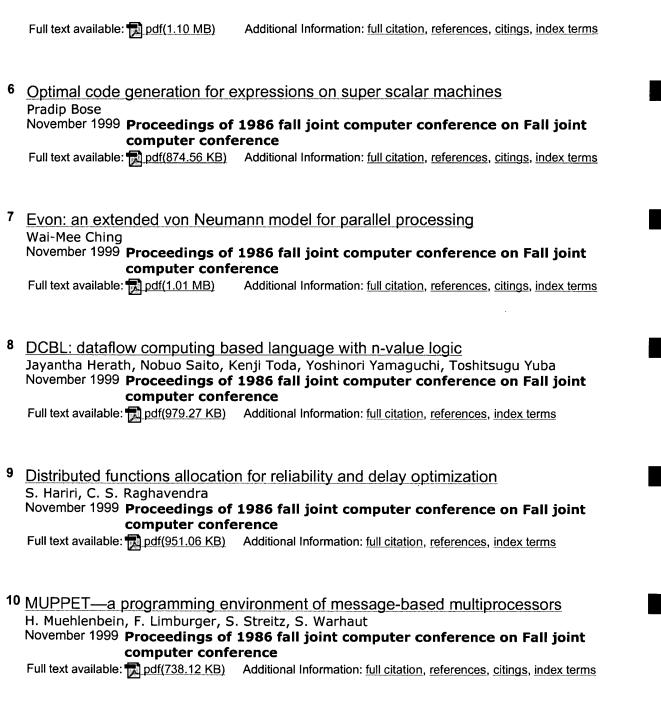
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Vladimir Lanin, Dennis Shasha

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A parallel computer based on cube connected cycles for wafer scale integration Moon Jung Chung, Edward J. Toy, Aarti Gupta November 1999 Proceedings of 1986 fall joint computer conference on Fall joint

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Keywords: VLSI, computer architecture, cube connected cycles, parallel processing, wafer scale integration

12 A new class of parallel algorithms for solving linear tridiagonal systems

S. Lakshmivarahan, Sudarshan K. Dhall

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P. S. Tseng, Kai Hwang

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Guo-Jie Li, Benjamin W. Wah

November 1999 Proceedings of 1986 fall joint computer conference on Fall joint computer conference

Full text available: pdf(1.32 MB) Additional Information: full citation, references, index terms

Keywords: AND trees, critical-path scheduling, divide-and-conquer algorithms, granularity, processor utilization, processor-time efficiency

15 Implemention of parallel Prolog on tree machines

Hajime Miura, Masaharu Imai, Masafumi Yamashita, Toshihide Ibaraki

November 1999 Proceedings of 1986 fall joint computer conference on Fall joint computer conference

Full text available: pdf(837.52 KB) Additional Information: full citation, references, index terms

Keywords: Prolog, knowledge-based problems, logic programming, multiprocessor systems, parallel algorithms, tree machines

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Steven G. Morton

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D. I. Moldovan, C. I. Wu

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Full text available: pdf(624.69 KB) Additional Information: full citation, references, index terms

Keywords: image understanding, knowledge-based parallel processing, symbolic

processing

18 TEAM: an experimental transportable natural-language interface
Paul Martin, Douglas E. Appelt, Barbara J. Grosz, Fernando Pereira

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